CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Rogue

ROGUISH ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR	SIMPLE WEAPONS
MEDIUM ARMOUR	MARTIAL WEAPONS
HEAVY ARMOUR	SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

SNEAK ATTACK — LEVEL 1

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet o f it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class.

CUNNING ACTION — LEVEL 2

You can take a bonus action on each of your turns in combat. This can only be used to take the Dash, Disengage, or Hide action.

ROGUISH ARCHETYPE FEATURE — LEVEL 3

UNCANNY DODGE — LEVEL 5

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage.

EVASION — LEVEL 7

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUISH ARCHETYPE FEATURE — LEVEL 9

RELIABLE TALENT — LEVEL 11

Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

ROGUISH ARCHETYPE FEATURE — LEVEL 13

BLINDSENSE — LEVEL 14

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

ROGUISH ARCHETYPE FEATURE — LEVEL 17

ELUSIVE — LEVEL 18

No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK — LEVEL 20

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.